

Course : 508 : Practical 12

Course Code	508
Course Title	Practical 12
Credit	1
Teaching Per Week	2 Hrs
Minimum Weeks Per Semester	15 (Including Practical Work, Examination, Preparation, Holidays etc.)
Last Review/Revision	June 2018
Purpose of Course	To impart practical knowledge of operations on computer graphics primitives. Usage of tool to develop computer graphics applications
Course Objective	To give practical knowledge on applications of computer graphics
Prerequisite	Basic knowledge of C, C++ programming language
Course Outcome	Students will be able to perform practical on various computer graphics applications
Course Content	Practical based on Unit1, Unit 2, Unit 3 of Paper No 503 – Computer Graphics shall be implemented with OpenGL / C / C++
Reference Books	NIL
Teaching Methodology	Lab Work, Assignment
Evaluation Method	30% Internal Assessment 70% External Assessment